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S1	1	audio.ab. and (audio adj sampl\$4) and (filter\$4 same dc) and (autocorrelation "auto-correlation") and microphon\$3 and coefficient and ((real adj time) "real-time")	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:37
S2	1	audio.ab. and (audio adj sampl\$4) and (filter\$4 same dc) and (autocorrelation "auto-correlation") and microphon\$3 and coefficient and ((real adj time) "real-time" realtime)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:38
S3	1	audio.ab. and (audio adj sampl\$4) and (filter\$4 same dc) and (autocorrelation "auto-correlation") and microphon\$3.ab. and coefficient and ((real adj time) "real-time" realtime)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:38
S4	3029	audio adj sample	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:38
S5	3598	audio adj sampl\$3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:38
S6	1940	audio.ab. and (audio adj sampl\$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:38
S7	279	audio.ab. and (audio adj sampl\$3) and (microphone same (connect\$4 detect\$4))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:39
S8	163	audio.ab. and (audio adj sampl\$3) and (microphone same (connect\$4 detect\$4))	USPAT	OR	ON	2005/03/04 06:40
S9	19	audio.ab. and (audio adj sampl\$3) same (microphone same (connect\$4 detect\$4))	USPAT	OR	ON	2005/03/04 06:40
S10	1542518	speech near\$7 detect\$4	USPAT	OR	ON	2005/03/04 06:40
S11	139	S7 and S10	USPAT	OR	ON	2005/03/04 06:40
S12	169904	S10 and coefficient	USPAT	OR	ON	2005/03/04 06:41

S13	169904	S10 and coefficient	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:42
S14	21	S10 and (autocorrelation "auto-correlation") and microphon\$3.ab. and coefficient and ((real adj time) "real-time" realtime)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:43
S15	11	"l14" and speech.ab.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:45
S16	40	microphone.clm. and audio and (autocorrelation "auto-correlation") and coefficient and ((real adj time) "real-time" realtime)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:59
S17	13	"5825771"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/04 06:59

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1 All-pole modeling technique based on weighted sum of LSP polynomials
Backstrom, T.; Alku, P.;

Signal Processing Letters, IEEE , Volume: 10 , Issue: 6 , June 2003

Pages:180 - 183

[\[Abstract\]](#) [\[PDF Full-Text \(277 KB\)\]](#) **IEEE JNL**
2 Speech analysis and segmentation by parametric filtering
Ta-Hsin Li; Gibson, J.D.;

 Speech and Audio Processing, IEEE Transactions on , Volume: 4 , Issue: 3 , May 1996

Pages:203 - 213

[\[Abstract\]](#) [\[PDF Full-Text \(1116 KB\)\]](#) **IEEE JNL**
3 Noise cancellation for hearing aids
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4 Multiple pitch estimation of poly-phonic audio signals in a frequency-lag domain using the bispectrum
Abeysekera, S.S.;

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5 Implementation of a real-time audio watermark extractor on ARM940T

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Klapuri, A.P.; Astola, J.T.;
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10 A microphone array with adaptive post-filtering for noise reduction in reverberant rooms

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Singleton, R.; Poulter, T.;

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15 A comparative performance study of several pitch detection algorithms

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Acoustics, Speech, and Signal Processing [see also IEEE Transactions on Signal Processing], IEEE Transactions on , Volume: 24 , Issue: 5 , Oct 1976
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Relevance scale ☐ ☐ ☐ ☐ ☐1 [An adaptive congestion control scheme for real-time packet video transport](#)

Hemant Kanakia, Partho P. Mishra, Amy Reibman

October 1993 **ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures, protocols and applications**, Volume 23 Issue 4Full text available: [pdf\(1.26 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)2 [Cloth & deformable bodies: Feel the "fabric": an audio-haptic interface](#)

G. Huang, D. Metaxas, M. Govindaraj

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer animation**Full text available: [pdf\(6.08 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An objective fabric modeling system should convey not only the visual but also the haptic and audio sensory feedbacks to remote/internet users via an audio-haptic interface. In this paper we develop a fabric surface property modeling system consisting of a stylus based fabric characteristic sound modeling, and an audio-haptic interface. By using a stylus, people can perceive fabrics surface roughness, friction, and softness though not as precisely as with their bare fingers. The audio-haptic int ...

3 [Authentication II: Audio watermarking algorithm for real-time speech integrity and authentication](#)

Song Yuan, Sorin A. Huss

September 2004 **Proceedings of the 2004 multimedia and security workshop on Multimedia and security**Full text available: [pdf\(259.52 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Data integrity and source origin authentication are essential topics for real-time multimedia systems. But traditional method, such as MAC, is not very applicable to overcome the distortion introduced in real-time multimedia communication. In this paper a new integrity mechanics deploying speech watermarking is presented. The advocated approach adopts public key encryption to efficiently generate non-repudiate speech. In the last part of the article, a speech watermarking algorithm incorporating ...

Keywords: integrity and source origin authentication, real-time multimedia communication and internet telephony, speech watermarking

4 [System architectures for computer music](#)

John W. Gordon
June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2

Full text available:  pdf(4.61 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Computer music is a relatively new field. While a large proportion of the public is aware of computer music in one form or another, there seems to be a need for a better understanding of its capabilities and limitations in terms of synthesis, performance, and recording hardware. This article addresses that need by surveying and discussing the architecture of existing computer music systems. System requirements vary according to what the system will be used for. Common uses for co ...

5 Special issue on independent components analysis: A maximum likelihood approach to single-channel source separation

Gil-Jin Jang, Te-Won Lee

December 2003 **The Journal of Machine Learning Research**, Volume 4

Full text available:  pdf(1.07 MB)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper presents a new technique for achieving blind signal separation when given only a single channel recording. The main concept is based on exploiting *a priori* sets of time-domain basis functions learned by independent component analysis (ICA) to the separation of mixed source signals observed in a single channel. The inherent time structure of sound sources is reflected in the ICA basis functions, which encode the sources in a statistically efficient manner. We derive a le ...

6 Session 2: modeling: A flow-based model for internet backbone traffic

Chadi Barakat, Patrick Thiran, Gianluca Iannaccone, Christophe Diot, Philippe Owezarski

November 2002 **Proceedings of the 2nd ACM SIGCOMM Workshop on Internet measurement**

Full text available:  pdf(1.35 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Our goal is to design a traffic model for uncongested IP backbone links that is simple enough to be used in network operation, and that is protocol and application agnostic in order to be as general as possible. The proposed solution is to model the traffic at the flow level by a Poisson shot-noise process. In our model, a flow is a generic notion that must be able to capture the characteristics of any kind of data stream. We analyze the accuracy of the model with real traffic traces collected o ...

7 Automating road surface analysis

L. Donnell Payne

March 1992 **Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's**


Full text available:  pdf(720.06 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

8 Invited paper: In-situ speech visualization in real-time interactive installation and performance

Golan Levin, Zachary Lieberman

June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Full text available:  pdf(71.28 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Although we can sense someone's vocalizations with our ears, nose, and haptic sense, speech is invisible to us without the help of technical aids. In this paper, we present three interactive artworks which explore the question: "if we could see our speech, what might it look like?" The artworks we present are concerned with the aesthetic implications of making the human voice visible, and were created with a particular emphasis on interaction designs that support the perception of tight spatio-t ...

Keywords: art, audiovisual performance, augmented reality, computer vision, head tracking, interactive installation, phonesthesia, sound-image relationships, speech analysis, speech visualization

9 Emerging technologies: WLANs and WPANs: Markov-based modeling of wireless local area networks

Syed A. Khayam, Hayder Radha

September 2003 **Proceedings of the 6th ACM international workshop on Modeling analysis and simulation of wireless and mobile systems**

Full text available:  [pdf\(317.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Errors introduced by a wireless medium are more frequent and profound than contemporary wired media. Some of these errors, which are not corrected by the physical layer, result in Medium Access Control (MAC) layer bit errors and packet losses. Design of wireless protocols and applications can benefit substantially from a thorough understanding of these MAC layer impairments. This paper evaluates and proposes Markov-based stochastic chains to model the 802.11b MAC-to-MAC channel behavior for both ...

Keywords: 802.11b networks, MAC-to-MAC, Markov-based modeling, information theoretic evaluation

10 Continuous media communication with dynamic QOS control using ARTS with an FDDI network

Hideyuki Tokuda, Yoshito Tobe, Stephen T.-C. Chou, José M. F. Moura

October 1992 **ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols**, Volume 22 Issue 4

Full text available:  [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Continuous media communication requires timely delivery of data such as digital video and audio packets. Quality of Service (QOS) parameters specify the temporal and spatial characteristic of such continuous media data. To insure timely delivery of continuous media data, the system needs to minimize the communication delay by securing required processor and network resources. We have extended the Capacity-Based Session Reservation Protocol (CBSRP), which was proposed to realizing predictable ...

11 A beam tracing approach to acoustic modeling for interactive virtual environments

Thomas Funkhouser, Ingrid Carlbom, Gary Elko, Gopal Pingali, Mohan Sondhi, Jim West

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available:  [pdf\(325.10 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: acoustic modeling, auralization, beam tracing, spatialized sound, virtual environment systems, virtual reality

12 Analysis, modeling and generation of self-similar VBR video traffic

Mark W. Garrett, Walter Willinger

October 1994 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architectures, protocols and applications**, Volume 24 Issue 4

Full text available:  [pdf\(1.28 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a detailed statistical analysis of a 2-hour long empirical sample of VBR video. The sample was obtained by applying a simple intraframe video compression code to an action

movie. The main findings of our analysis are (1) the tail behavior of the marginal bandwidth distribution can be accurately described using "heavy-tailed" distributions (e.g., Pareto); (2) the autocorrelation of the VBR video sequence decays hyperbolically (equivalent to long-range dependenc ...

13 Poster session 2: GroupMedia: distributed multi-modal interfaces

Anmol Madan, Ron Caneel, Alex Sandy Pentland

October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**

Full text available:  [pdf\(361.16 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe the GroupMedia system, which uses wireless wearable computers to measure audio features, head-movement, and galvanic skin response (GSR) for dyads and groups of interacting people. These group sensor measurements are then used to build a real-time *<i>group interest index</i>*. The group interest index can be used to control group displays, annotate the group discussion for later retrieval, and even to modulate and guide the group discussion itself. We explore ...

Keywords: galvanic skin response, head nodding, human behavior, influence model, interest, prosody, speech features

14 Visual tracking for multimodal human computer interaction

Jie Yang, Rainer Stiefelbogen, Uwe Meier, Alex Waibel

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [pdf\(1.05 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: face tracking, gaze tracking, lip-reading, multimodal human computer interaction, skin-color modeling, sound localization, visual tracking

15 Delay jitter first-order and second-order statistical functions of general traffic on high-speed multimedia networks

Cathy A. Fulton, San-qi Li

April 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 2


Full text available:  [pdf\(469.42 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: QBD analysis, autocorrelation function, cell delay variation, jitter, multimedia, probability density function

16 Case studies in embedded systems: The analysis and design of architecture systems for speech recognition on modern handheld-computing devices

Andreas Hagen, Daniel A. Connors, Bryan L. Pellom

October 2003 **Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis**

Full text available:  [pdf\(280.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Growing demand for high performance in embedded systems is creating new opportunities to use speech recognition systems traditionally executed only on high performance systems. In several ways, the needs of embedded computing differ from those of more traditional general-purpose systems. Embedded systems have more stringent constraints on cost and power consumption that lead to design bottlenecks for many computationally-intensive applications. This paper characterizes the speech recognition pro ...

Keywords: embedded systems, performance, speech recognition

17 Simulation of nonGaussian long-range-dependent traffic using wavelets

Vinay J. Ribeiro, Rudolf H. Riedi, Matthew S. Crouse, Richard G. Baraniuk

May 1999 **ACM SIGMETRICS Performance Evaluation Review**, Proceedings of the 1999 ACM SIGMETRICS international conference on Measurement and modeling of computer systems, Volume 27 Issue 1

Full text available:  pdf(1.54 MB) Additional Information: [full citation](#), [references](#), [citing](#), [index terms](#)

18 Techniques for low cost spatial audio

David A. Burgess

December 1992 **Proceedings of the 5th annual ACM symposium on User interface software and technology**

Full text available: pdf(727.39 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)

There are a variety of potential uses for interactive spatial sound in human-computer interfaces, but hardware costs have made most of these applications impractical. Recently, however, single-chip digital signal processors have made real-time spatial audio an affordable possibility for many workstations. This paper describes an efficient spatialization technique and the associated computational requirements. Issues specific to the use of spatial audio in user interfaces are addressed. The ...

19 Creating a live broadcast from a virtual environment

Chris Greenhalgh, John Bowers, Graham Walker, John Wyver, Steve Benford, Ian Taylor

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.14 MB) Additional Information: [full citation](#), [references](#), [citing](#), [index terms](#)

Keywords: multi-user, networked apps, video, viewpoint control

20 Maximizing rewards for real-time applications with energy constraints

Cosmin Rusu, Rami Melhem, Daniel Mossé

November 2003 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 2 Issue 4

Full text available: pdf(278.42 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

New technologies have brought about a proliferation of embedded systems, which vary from control systems to sensor networks to personal digital assistants. Many of the portable embedded devices run several applications, which typically have three constraints that need to be addressed: *energy*, *deadline*, and *reward*. However, many of these portable devices do not have powerful enough CPUs and batteries to run all applications within their deadlines. An optimal scheme would allo ...

Keywords: Power management, operating systems, real-time, reward-based, scheduling

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